

CLMPTO 10/5/04 JW

Amend Claims 1-20

1. (currently amended) A method for providing entertainment to a portable device, said method including the steps of:  
    ~~providing a portable device with desired location and modeled locations along a~~  
    ~~predetermined route by a network of the game~~  
    ~~receiving location information related to said portable device~~  
    ~~providing challenges associated with a the progress of the game to a user of a wireless~~  
    ~~communication~~  
    ~~providing rewards positive and negative points associated with the respective desired~~  
    ~~and modeled locations in response to requests based upon the location of said portable~~  
    ~~device and~~  
    ~~tracking performance information to the user in accordance with the total points from the~~  
    ~~playing step.~~
2. (currently amended) The method of claim 1 wherein said game is downloaded to said  
    ~~portable multiple device in multiple vehicles such that the multiple vehicles can play the game~~  
    ~~and interact with other.~~
3. (currently amended) The method of claim 1 further including a step of receiving a  
    ~~response from said user as the user observes or interacts with the location of said portable device~~  
    ~~wherein the receiving step includes scanning a barcode within a at least one of a response~~  
    ~~multiple and vehicle.~~
4. (currently amended) The method of claim 1 further including a step of generating a point  
    ~~value and score within a specified distance to the user for a specified amount of time~~  
    ~~wherein an endpoint of the game includes a reward location.~~
5. (currently amended) The method of claim 1 wherein said specified distance comprises  
    ~~a distance involving the use of said the information contained in a predetermined location~~  
    ~~information including a score and a score and wherein the information includes providing the~~  
    ~~points and a score.~~
6. (currently amended) The method of claim 1 wherein said information comprises  
    ~~scanning a barcode information points from the location where the barcode~~

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7. (currently amended) The method of claim 4, wherein said event is determined by the time-of-day and season of day-part of said predetermined location, providing that location receives a challenge for a spot located in the game related to solving the challenge for the correct location of the name.

8. (currently amended) The method of claim 1 further comprising a second step of providing a second portable device wherein the defining step includes a plurality of scenarios having distinct locations and predefined locations wherein different points are associated with different scenario locations.

9. (currently amended) The method of claim 1 further including a step of determining points based upon the location of the portable device at predetermined undesirable locations wherein the defining step includes a player of the game defining their own locations for use by other players.

10. (currently amended) The method of claim 1, further including a step of providing computer-based aspects of said game based on said server wherein the algorithm has the ability.

11. (currently amended) A method for providing entertainment to a portable device, said method including the steps of:

providing a wireless communication system to a vehicle, said wireless communication system communicating with a wireless communication device;

providing a navigational game with distinct locations and predefined locations along a navigation route by a server of the game;

receiving location information related to said wireless communication device;

providing said game associated with a navigation of the game to a user of a wireless communication device in response to said location information by way of said wireless communication system;

providing rewards during a portion of said navigation route associated with the respective distinct and predefined locations in response to server-based upon the location of said wireless communication device; and

providing a server-related information to the user in accordance with the final points from the navigation route.

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12. (currently amended) The method of claim 11 wherein said game is downloaded to said multiple wireless communication network devices in multiple vehicles such that the vehicle vehicles can play the game a network with other.

13. (currently amended) The method of claim 11 further including a step of providing a response from said network device to an observer on the network said vehicle wherein the response includes providing a time-limited discount relating to at least one of a product, products and services.

14. (currently amended) The method of claim 11 further including a step of generating a reward when said user comes within a specified distance of the home the specified distance of the vehicle is an indicator of the user's location a reward location.

15. (currently amended) The method of claim 11 wherein said specified distance completely depends on the user's location the information is obtained at a predetermined location defining step includes setting a time clock, and wherein the machine may include checking the time mode setting.

16. (currently amended) The method of claim 11 wherein said reward is determined by the time of day and amount of time spent at the predetermined location points from the starting step are applicable.

17. (currently amended) The method of claim 11 further comprising a reward user having a second wireless communication device communicating with said wireless communication network wherein said providing step includes providing a challenge for a next location in the game related to solving the challenge for the second location of the user.

18. (currently amended) The method of claim 11 further including a step of providing response to a user of said game based on said reward wherein the challenge step includes a plurality of common having defined locations and unvisited locations wherein different points are associated with different reward amounts.

19. (currently amended) The method of claim 11 further comprising multiple vehicles communicating by way of a wireless communication system to play a game such that the machine may include a server of the game defines their own locations for use by other players.

20. (currently amended) A method for providing entertainment in a wireless communication system, said method including the steps of:  
providing a wireless communication system in a vehicle, said wireless communication system communicating with an external network in said vehicle;  
defining a multidimensional game with defined locations and unvisited locations along a predefined route a portion of the game;  
receiving location information related to said vehicle;  
providing challenges associated with the progress of the game to a user of said entertainment received from a remote network by way of said wireless communication system;  
providing rewards based on said game and receiving rewards associated with the progression of said and unvisited locations in response to a user-based upon the location of said vehicle and  
providing unvisited locations to the user in association with the total points from the game.

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